

MODELS OF ACTIVE WORM DEFENSES

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REPORT DOCUMENTATION PAGE

Form Approved
OMB NO. 0704-0188

Public reporting burden for this collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comment regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to Washington Headquarters Services, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington, VA 22202-4302, and to the Office of Management and Budget, Paperwork Reduction Project (0704-0188), Washington, DC 20503.

1. AGENCY USE ONLY (Leave blank)		2. REPORT DATE June 2004		3. REPORT TYPE AND DATES COVERED	
4. TITLE AND SUBTITLE Models of Active Worm Defences				5. FUNDING NUMBERS N66001-96-C-8530 CCR-209144 2000-DT-CX-K001	
6. AUTHOR(S) David M. Nicol and Michael Liljenstam					
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Coordinated Science Laboratory University of Illinois 1308 W. Main St. Urbana, IL 61801				8. PERFORMING ORGANIZATION REPORT NUMBER UILU-ENG-04-2204 (CRHC-04-04)	
9. SPONSORING / MONITORING AGENCY NAME(S) AND ADDRESS(ES) DARPA, 3701 Fairfax Drive, Arlington, VA 22203-1714 NSF, 4201 Wilson Blvd., Arlington, VA 22230 Homeland Security, Washington, DC				10. SPONSORING / MONITORING AGENCY REPORT NUMBER	
11. SUPPLEMENTARY NOTES					
12a. DISTRIBUTION / AVAILABILITY STATEMENT limited.				12 b. DISTRIBUTION CODE	
13. ABSTRACT (Maximum 200 words) The recent proliferation of Internet worms has raised questions about defensive measures. To date most techniques proposed are passive, in-so-far as they attempt to block or slow a worm, or detect and filter it. Active defenses take the battle to the worm---trying to eliminate or isolate infected hosts, and/or automatically and actively patch susceptible but as-yet-uninfected hosts, without the knowledge of the host's owner. The concept of active defenses raises important legal and ethical questions that may have inhibited consideration for general use in the Internet. However, active defense may have immediate application when confined to dedicated networks owned by an enterprise or government agency. In this paper we model the behavior and effectiveness of different active worm defenses. Using a discrete stochastic model we prove that these approaches can be strongly ordered in terms of their worm-fighting capability. Using a continuous model we consider effectiveness in terms of the number of hosts that are protected from infection, the total network bandwidth consumed by the worms and the defenses, and the peak scanning rate the network endures while the worms and defenses battle. We develop optimality results, and quantitative bounds on defense performance. Our work lays a mathematical foundation for further work in analysis of active worm defense.					
14. SUBJECT TERMS security, internet, worm, defense, modeling, epidemic				15. NUMBER IF PAGES 11	
				16. PRICE CODE	
17. SECURITY CLASSIFICATION OR REPORT UNCLASSIFIED	18. SECURITY CLASSIFICATION OF THIS PAGE UNCLASSIFIED	19. SECURITY CLASSIFICATION OF ABSTRACT UNCLASSIFIED	20. LIMITATION OF ABSTRACT UL		

Models of Active Worm Defenses

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ABSTRACT

The recent proliferation of Internet worms has raised questions about defensive measures. To date most techniques proposed are *passive*, in-so-far as they attempt to block or slow a worm, or detect and filter it. *Active* defenses take the battle to the worm—trying to eliminate or isolate infected hosts, and/or automatically and actively patch susceptible but as-yet-uninfected hosts, without the knowledge of the host's owner. The concept of active defenses raises important legal and ethical questions that may have inhibited consideration for general use in the Internet. However, active defense may have immediate application when confined to dedicated networks owned by an enterprise or government agency. In this paper we model the behavior and effectiveness of different active worm defenses. Using a discrete stochastic model we prove that these approaches can be strongly ordered in terms of their worm-fighting capability. Using a continuous model we consider effectiveness in terms of the number of hosts that are protected from infection, the total network bandwidth consumed by the worms and the defenses, and the *peak* scanning rate the network endures while the worms and defenses battle. We develop optimality results, and quantitative bounds on defense performance. Our work lays a mathematical foundation for further work in analysis of active worm defense.

1. INTRODUCTION

A computer worm is so called because it has a life of its own. Once burrowed into a susceptible system, it attempts to propagate through the network. The usual means is through "scans", it attempts to connect to and infiltrate other hosts throughout the network. Worms interfere with normal use of computers, and exact an economic cost of eradicating them and repairing systems infected by them. Worms have the potential to wreak havoc on the systems they infect, and on the networks they traverse. This potential has been realized already, several times.

The large-scale worm infestations in recent years have

triggered several efforts to model worm spread in order to understand how the low-level factors in the propagation mechanism translate into macroscopic behavior, assess threat levels of different worms, and evaluate the effectiveness of detection methods and proposed counter-measures. Stanford appears to have been the first to recognize that the macroscopic propagation of the Code Red v2 worm could be well modeled through the logistic equation [9]. This model and the equivalent *simple epidemic model* from the epidemic modeling literature (see e.g. [3]) have since been used in several studies [10, 6, 7, 5, 12, 13]. [11] proposed a model to take removals into account (based on the *general epidemic model*) and [1] proposed a discrete time model.

Our work is unique in considering a wide space of defensive capabilities, and in sample path comparison of them. It is most similar in spirit to [7, 1, 13] as we use epidemic models to evaluate proposed worm counter-measures. We extend simple epidemic models to consider the interaction of worms and counter-worms and other "active" counter-measures.

For the purpose of illustration the experimental portion of our paper uses parameters reflective of the Code Red v2 worm, released in July 2001. It is important to remember that as far as the mathematics goes, time-scale is irrelevant. Having said that, it is true that very fast worms have had their propagation shaped by the impact they have on the network infrastructure, and the simple mathematical models we develop would not apply.

We focus on worms that spread *autonomously* by probing other systems for vulnerabilities that can be exploited to propagate from one machine to another. This class of worms captures the essence of the rapidly spreading large-scale infestations seen to date, such as Code Red v2, Code Red II, and Nimda in 2001, and Slammer, Blaster, and Welchia in 2003. Thus, we deliberately exclude most typical email born viruses that require a user action to enable infection. In contrast, worms such as Slammer have proven that the time-scales involved for fast moving autonomously propagating worms can be so short that human intervention to stop them is impossible. Consequently, this class of worms poses a substantial threat and a trigger for development of automated defensive mechanisms, such as those we consider in this paper.

In the wake of one worm attack (Blaster), a counter-worm (Welchia) was launched that sought hosts infected by Blaster, attempted to patch them, and use them to find other infected hosts. Whatever the intentions of the authors might have been, Welchia had consequences as bad or worse than Blaster—it was harder to get rid of, and effec-

This research was supported in part by DARPA Contract N66001-96-C-8530, NSF Grant CCR-0209144. In addition this project was supported under Award No. 2000-DT-CX-K001 from the Office for Domestic Preparedness, U.S. Department of Homeland Security. Points of view in this document are those of the author(s) and do not necessarily represent the official position of the U.S. Department of Homeland Security.

tively created a denial-of-service attack on patch servers, so that people trying manually to protect their systems had a harder time doing so. The question is raised therefore of the effectiveness and impact that an "active defense" might have. We examine this question agnostically and without overt consideration of the legal and ethical issues raised by wide-spread active defense. It is enough for us that an organization as large as the United States Department of Defense could mandate such measures on its own gargantuan networks; we seek to understand the power and the limitations of active defense deployment, should they be deployed. Our approach is analytic. We consider four aspects of active defense—patching uninfected hosts, increasing the active defense population by using uninfected hosts that are susceptible to the worm, suppression of infected hosts discovered through scans, and suppression of infected hosts discovered through scans and traffic analysis. Using a very general discrete stochastic model, we show that adding each capability (in that order) to the active defense assumptions results in a stochastically stronger increase in worm-fighting power. Using a continuous model we quantify some aspects of active defense behavior, and prove some results about it.

2. ACTIVE DEFENSE

Imagine a network where there are N hosts with a particular set of vulnerabilities, and then a worm is released that is able to exploit one or more of these. We suppose that a host infected by this worm scans the network looking for vulnerable hosts it may infect. We assume that a scan consists of a random selection of an IP address—if that host is susceptible and uninfected it immediately becomes infected. In our discrete model we assume that the address selection is oblivious to the state of the network. This means that non-uniform random scanning can be accommodated in the model, so long as the sampling is not affected by any knowledge of other hosts, infected or not. This does not preclude the sort of stratified sampling seen in some worms (where hosts "closer" to the infected one are sampled with higher probability), but it does preclude a dynamic partitioning of the search space based on coordination among infected hosts. We assume a random delay of time between successive scans from a host, once again assuming that the sampling is independent of network state.

Under these assumptions we can picture the behavior of a worm on a time-line populated with scan events. Each scan event has a source and destination identity. Each of the susceptible hosts has a state of uninfected, or infected. A scan event that has an uninfected host as destination changes that host's state, and thereafter it contributes to the scanning. (It is straightforward to augment the model to account for latency between when a scan is sent and when it is received, we have not done so for simplicity of exposition).

2.1 Defense Capabilities

At time 0 the worm is launched from w_0 of the N susceptible hosts. Each infected host scans the network using a randomized strategy that is oblivious to the network state. We assume that the worm immediately inhibits further penetration through the same vulnerability, but that a counter-worm scanning it can recognize the presence of the worm, (e.g. through observation of banner information that the host's software returns, revealing a version and build that admits penetration through the known vulnerability).

We envision a model of *active defense* as follows. At time $T_0 > 0$, some I_0 hosts begin executing an active defense. Each of those hosts scans, using a strategy (probably, but not necessarily random) that is oblivious to the network state. Whenever one of these scans targets a susceptible but uninfected host, that host becomes (instantly!) patched to prevent infection from the worm. We call this a **simple patch defense**. This defense (and all the others we consider) presumes that the defensive mechanism was prepared before the worm was launched. So-called 0-day attacks, ones that exploit previously unknown exploits, are fairly rare. The vulnerabilities that worms exploit are more typically announced when discovered, often with patches available. More often than not the patch code reveals details worm writers use to target as-yet unpatched systems. It is not unreasonable to suppose then that patching defense code could be crafted along with the patch. A reason for not releasing the patching defense in anticipation of a worm is that the release would contain the code to exploit the vulnerability, with no work or further cleverness needed by a worm-writer. A patching defense must be coupled with a worm-detection mechanism, such as those proposed in [5, 12].

One could increase the presence of the active defense by increasing the number of hosts running the patching logic. So we define a **spreading patch defense** as one where, when an uninfected susceptible host is scanned, it is endowed with a counter-worm that both patches, and scans. While the number of patching hosts remains constant in a simple patching defense, it grows in a spreading patch defense. Such a mechanism has been seen in the wild [4].

A third presumed defensive capability is worm suppression. Suppose that when a patching host scans an infected host it is able to identify the host as infected, and to suppress the infecting scans from being seen elsewhere, thereafter—it is able to *nullify* the infected host. For example, the spreading-patch worm might have an ability to cause the infection traffic to be filtered by a nearby router; another way might be if every machine in an organization had a "lock", such that when the proper "key" is applied, some or all of that machine's external communication is inhibited—an organization's active defense posture would include selective suppression of machines thought to be infected. For our purposes, the important thing is that the infected host be discovered by a scan, and that thereafter it is no longer a source of infection. We call this a **nullifying defense**.

A fourth presumed defensive capability takes advantage of the fact that some attacks are complex enough to require that the attacking host use its legitimate IP address as source in its packets (and we may anticipate that in the future the ability to spoof source addresses will become much diminished, through more active router verification procedures). Because of this, a patching host that *receives* a scan from an infected host could turn around and nullify the infection. In this **sniper defense** one expects that infected hosts diminish in number faster than when they are discovered merely by scans.

2.2 Metrics

There are different ways of assessing an active defense. When host integrity is paramount, then an appropriate metric is the number of hosts infected by the worm. We define $I(D, t)$ to be the cumulative number of hosts infected by time t under defense D . This metric is a random variables;

we will say that D_i is more *powerful* than D_j if for all $t > 0$ and $n > 0$,

$$\Pr\{I(D_i, t) > n\} \leq \Pr\{I(D_j, t) > n\}.$$

When this relationship holds we say that the distribution (with respect to randomness due to sampling) of $I(D_j, t)$ is *stochastically larger* than $I(D_i, t)$ [8], denoted $I(D_j, t) \geq_{st} I(D_i, t)$. D_i is more powerful in the sense that it does a better job at preventing susceptible hosts from becoming infected. This stochastic ordering is strong in its implications. It is known that if $X \geq_{st} Y$ and f is any increasing function, then $E[f(X)] \geq E[f(Y)]$. This has bearing then for any system metric that depends monotonically on infection counts, e.g., the probability of system failure would likely be monotone increasing in the number of infected hosts.

An active defense may increase the overall scanning activity on the network, and there is evidence that intense scanning can harm the network [2]. When network health is the principle concern, then measures of scanning history, and/or scanning intensity are appropriate. If $\lambda(D, t)$ denotes the scanning rate due to both worm and defense D , then we assess a defense in terms of its peak scanning rates over some interval $[0, t]$:

$$\max_{0 < s < t} \{\lambda(D, s)\}$$

We might also assess it through its aggregate scanning rates (the space-time product) over some interval $[0, t]$:

$$\int_0^t \lambda(D, s) ds.$$

3. ORDERING OF DEFENSES

Intuition suggests that the four active defenses (five, if we include the empty defense) we've outlined might be ordered in terms of power. We now show that this is exactly the case. In the comparisons made, we use the *Common Sample Path* assumption, that once a host is infected (or takes on the counter-worm), its scanning behavior is completely determined by a random number stream that is independent of any other. When we compare two defenses, we assume that a host uses that same stream in both systems, which allows us to compare the two systems on commonly constructed sample paths. The implication is that once a host is infected (or starts to run a counter-worm), its sequence of inter-scan delays are the same in both systems, and the pattern of hosts scanned are the same in both systems. Thus, if the two systems cause a host to be infected at the same instant, on the sample paths being compared that host will scan exactly the hosts at exactly the same time, in both systems.

The results to follow are based on a construction we call the Sample Path Graph (SPG). For every susceptible host h_i let \mathcal{I}_i be a sequence of pairs (t_i, dst_i) identifying the time since the host started infection scanning, and a destination dst_i of a scan. \mathcal{I}_i is ordered by increasing values of t_i . We define \mathcal{C}_i similarly, describing the scanning pattern once a host starts running a counter-worm. We construct a graph whose nodes represent hosts that are assumed to be infected already at time 0 (and which have scanning sequences), nodes representing hosts that eventually start counter-worm scans (with their own scanning sequences), and susceptible hosts. The graph contains a directed edge for every potential scan

described in the sets $\{\mathcal{I}_i\}$ and $\{\mathcal{C}_i\}$ whose target was susceptible at time 0. The edge is directed from the source of the scan to the target; an edge will be called an *infection edge* or *countering edge*, depending on whether it comes from an infection or counter-worm sequence, respectively. The node for host h_i will have values $S(h_i)$ recording the earliest time it was scanned by an infected host, and $C(h_i)$ recording the earliest time it was scanned by a host running a counter-worm. Some of the edges are labeled with the time of the scan—these edges are particularly important in our analysis. The values of $S(h_i)$ and $C(h_i)$, the edges labeled and the values of those labels all depend on the particular defense. However, common to those defenses are the following rules:

- All hosts assumed to be already infected at time 0 label each of their edges with the corresponding scan time;
- all hosts that are used to start the counter-worm label each of their edges with T_0 plus the corresponding scan time offset contained in the scan sequence.

The differences between different defense's SPGs are characterized as follows:

Empty Defense (D_0)

1. The node for host h_i defines $S(h_i)$ to be the smallest label among all labeled infection edges directed to it; $S(h_i) = \infty$ if no such edge exists.
2. A host h_i labels the infection edge corresponding to the j^{th} element of \mathcal{I}_i (say, (s_j, dst_j)) with value $S(h_i) + s_j$, $j = 1, 2, \dots$.

The difference between the simple patch defense and the empty defense is that susceptible hosts are protected from infection if they are touched by a countering scan before being touched by an infection scan.

Simple Patch (D_1)

1. Item (1) from the Empty Defense rules.
2. The node for host h_i defines $C(h_i)$ to be the smallest label among all labeled countering edges directed to it; $C(h_i) = \infty$ if no such edge exists.
3. If $S(h_i) < C(h_i)$ the node labels the infection edge corresponding to the j^{th} element of \mathcal{I}_i (say, (s_j, dst_j)) with value $S(h_i) + s_j$, $j = 1, 2, \dots$.
4. If $C(h_i) < S(h_i)$ the node does not label any of its edges.

The difference between a spreading patch defense and a simple patch one is that a host that receives a countering scan before any infection scan becomes host to counter-worm software, and generates its own countering scans.

Spreading Patch (D_2)

1. Items (1) from the Empty Defense rules, (2), and (3) from the Simple Patch rules.
2. If $C(h_i) < S(h_i)$ the node labels the countering edge corresponding to the j^{th} element of \mathcal{C}_i (say, (s_j, dst_j)) with value $C(h_i) + s_j$, $j = 1, 2, \dots$.

The difference between a nullifying defense and a spreading patch defense is that when a countering scan reaches a host that is already sending infection scans, the infection scans stop.

Nullifying Defense (D_3)

- Item (1) from the Empty Defense rules, item (2) from the Simple Patch rules, and item (2) from the spreading patch rules.
- If $S(h_i) < C(h_i)$ the node labels the infection edge corresponding to the j^{th} element of C_i (say, (s_j, dst_j)) with value $C(h_i) + s_j$, for all j such that $S(h_i) + s_j \leq C(h_i)$.

And finally, the difference between a sniper defense and a nullifying defense is that infection scans that encounter hosts running countering scans cause the host sending the infection scan to cease. This may occur before the host is itself scanned by a countering scan (which has the same nullifying effect).

Sniper Defense (D_4)

- Item (1) from Empty Defense rules, item (2) from the Simple Patch rules, item (2) from the Spreading Patch rules.
- If $S(h_i) < C(h_i)$, let k be the smallest index for $(s_k, dst_k) \in I_i$ such that $S(h_i) + s_k > C(dst_k)$, and define $K_i = S(h_i) + s_k$. The node for h_i labels the infection edge corresponding to the j^{th} element of C_i (say, (s_j, dst_j)) with value $C(h_i) + s_j$, for all j such that $S(h_i) + s_j \leq \min\{C(h_i), K_i\}$.

The construction above make the conditions under which a given infection edge is labeled increasingly restrictive, as we move through sequence of defenses. This implies that if we choose a host h_i and defenses D_a and D_b with $a < b$, then the set of labeled incoming infection edges it has in the SPG for D_b is a subset of the labeled incoming infection edges it has in the SPG for D_a . This fact enables us to prove the central results comparing different defenses.

LEMMA 1. Consider two defenses D_a and D_b , $a < b$, under identical boundary conditions. Let G_a and G_b be corresponding Sample Path Graphs constructed under the Common Sample Path assumption, and let $S^{(y)}(h)$ and $C^{(y)}(h)$ denote the $S(h)$ and $C(h)$ variables for host h under defense $y \in \{a, b\}$. Then for every host h , $S^{(a)}(h) \leq S^{(b)}(h)$ and $C^{(b)}(h) \leq C^{(a)}(h)$.

Proof: Without loss of generality renumber the hosts by increasing value of $S^{(b)}(h)$, we induct on this order. Consider the base case of h_0 . Both $S^{(a)}(h_0)$ and $S^{(b)}(h_0)$ are defined by edges from hosts assumed to be infected at time 0, and are thus identical. In both G_a and G_b host h_0 gets the same set of labeled countering edges from the initial set of hosts running the defense, and $C(h_0)$ in both graphs is no larger than the smallest of these labels. However, in G_b there may be more countering edges labeled, and hence the possibility of a shorter path to h_0 through those edges, whence $C^{(b)}(h_0) \leq C^{(a)}(h_0)$ and the induction base is established. For the induction hypothesis we assume that the

assertion is true for all hosts h_0, h_1, \dots, h_{n-1} for some n , and consider host h_n . Let e be the labeled infection edge coming into h_n whose label defines $S^{(b)}(h_n)$, and consider its manifestation e' in G_a . By the construction of SPG's, an infection edge may appear labeled in the SPG of one defense D_u and not another D_v if its target h_v has a smaller value $C(h_v)$ in G_v than in G_u , or if G_v is nullifying and scans a countering host. In all cases the only way a labeled edge appears in G_u and not G_v is when $u < v$. Consequently e' appears labeled in G_a . This in turn implies that the node h_m from which e' is directed satisfies $m < n$, as it is directed from the same node in both G_a and G_b . By the induction hypothesis $S^{(a)}(h_m) \leq S^{(b)}(h_m)$, which implies that the label on e' is no larger than the label on e , and thus, that $S^{(a)}(h_n) \leq S^{(b)}(h_n)$. A similar argument shows that the labeled countering edge g which defines $C^{(a)}(h_n)$ (when this exists) has a labeled counter-part g' in $C^{(b)}(h_n)$, whose label is no larger in G_b than it is in G_a , and thus that $C^{(b)}(h_n) \leq C^{(a)}(h_n)$. This completes the induction. \square

From this result comes the main result.

THEOREM 2. For defense D_i and every time t , let $I(D_i, t)$ denote the number of hosts infected by time t (including those that later become nullified). Then for $a < b$, $I(D_a, t) \geq_{st} I(D_b, t)$ for every $t \geq 0$.

Proof: Lemma 1 shows that for any sample path of scans and every time t , the number of hosts h with $S^{(a)}(h) \leq t$ is greater than or equal to the number of hosts h with $S^{(b)}(h) \leq t$. For any sample path these counts define the random variables $I(D_a, t)$ and $I(D_b, t)$. Coupling results in [8] establish the result. \square

These results show that the difference between defenses is structural, and strong. The results are very general, free of distributional assumptions other than independent of sampling from network state. However, they don't give much insight into how well these defenses perform.

There is one exception, in the special case where the counter-worm has the same scanning characteristics as the worm. Then we may assume that whenever a host is entered either by a worm, or a counter-worm, its pattern of scans (inter-scan delays, sequence of targets scanned) is the same under any defense. From the point of view of the same path analysis we've done, it means that whenever a node is triggered to scan we may assume it does so with exactly the same pattern regardless of if that is an infection or countering scan. This means that any host that scans in an empty defense also does so in a spreading patch defense, only possibly earlier (if the scan is a countering scan).

These observations establishes the theorem.

THEOREM 3. Suppose that the scanning structure of the counter-worm is identical to the worm. For every time t let $\lambda(D_0, t)$ and $\lambda(D_2, t)$ denote the instantaneous number of hosts scanning under the empty defense and spreading patch defense, respectively. Then for every t , $\lambda(D_2, t) \geq_{st} \lambda(D_0, t)$.

This theorem is a strong statement about a condition when adding defense is worse, from the point of view of the network. Increasing functions of $\lambda(D, t)$ include the peak number of hosts scanning over an interval, the space-time product of the bandwidth devoted to scanning, the probability of network partition, and so on. The stochastic ordering asserts that the expectation of each of these is larger when we

use a spreading patch defense than when we use no defense at all.

4. EPIDEMIC MODELS

We use a style of modeling based on well known models from the epidemic modeling literature. In typical simple epidemic models we consider a fixed population of N , where each individual is susceptible to infection, and each individual will, at any given time, be in one of a small set of predefined states. For instance, in the *simple epidemic model* [3] (aka the *SI* model and equivalent to the logistic equation) an individual is either in state S (susceptible to infection) or I (infected). We denote by $s(t)$ and $i(t)$ the number of individuals in state S and I respectively at time t , and thus $\forall t, s(t) + i(t) = N$. For large enough populations, the mean rate of state changes $S \rightarrow I$ can be modeled as:

$$\begin{aligned}\frac{ds(t)}{dt} &= -\beta s(t)i(t) \\ \frac{di(t)}{dt} &= \beta s(t)i(t)\end{aligned}$$

where the constant β is the *infection parameter*, i.e. the pairwise rate of infection. β reflects the aggregate scanning rate of an infected host, as well as the mean probability of selecting a given address for an individual probe attempt. The system boundary conditions are given by the number of initially susceptible hosts $s(0)$ and initially infected hosts $i(0)$. This model rests on assumptions of *homogeneous mixing*, which correspond well to a uniformly random scanning worm spreading freely through a network, so in the following we will refer to this the **Random Scanning Worm Model**.

Other scanning strategies are possible. For instance, worms such as Code Red II, Nimda, Blaster, and Welchia utilized preferential (rather than uniform) scanning techniques where addresses close in the address space to the scanning host's would be probed with higher probability. Other suggested possibilities include a "Divide-and-Conquer" approach to probing the address space (see "partitioned permutation scan" in [10]). Here each worm is assigned a disjoint fraction of the address space to probe.

Other simple tricks for speeding up the propagation have been suggested, such as the use of pre-compiled hit-lists or using inter-domain routing tables to only scan routed space [13]. We can incorporate these into our framework; hit-listed hosts can be made to be infected as a boundary condition, and use of routing tables just increases β to reflect that the scanning is over a smaller address space.

The early stage of infection is the most critical time for any counter-measures to be effective. Since the worms behave similarly in the early stages we will, in the following, focus on random scanning worms as this is the type of worm that has been observed in the wild to date.

In [7], Moore *et al.* note that when considering the effectiveness of defensive measures, it is preferable to consider the quantiles of infection rather than the mean number of infections due to the variability inherent in the early stages of infection growth. However, we prefer to use these mean-value based models, because they lend themselves to analysis in a way that stochastic simulations do not. Moreover, we are mainly concerned with the relative performance of different defenses as we compare them, and we believe that the relative performance can be credibly determined in terms of

the mean, even though the predicted mean absolute performance should be viewed with caution.

4.1 Spreading Patch Counter-Worm

Consider the spreading patch counter-worm model discussed earlier, and assume that it uses the same vulnerability and propagation strategy as the original worm. Under these assumptions the second worm will spread at (approximately) the same rate as the original worm, seeking the same susceptible population of hosts. A simple model is:

$$\begin{aligned}\frac{ds(t)}{dt} &= -\beta s(t)(i_b(t) + i_g(t)) \\ \frac{di_b(t)}{dt} &= \beta s(t)i_b(t) \\ \frac{di_g(t)}{dt} &= \beta s(t)i_g(t)\end{aligned}$$

where i_b refers to infections by the malicious (bad) worm and i_g refers to infections by the spreading-patch (good) worm. Given β and $i_b(0)$, system behavior is governed by the time T_0 at which spreading-patch worms are released, and the number of worms I_0 released then. We assume that the spreading-patch worms are launched on "friendly" machines that are not part of the susceptible or infected set.

Spreading-patch worm effectiveness as a function of response time and initial population is shown in Figure 1. An effective response requires a combination of low response time and a sufficiently large initial population. Launching a single counter-worm has little effect, and the window of opportunity for launching even a thousand spreading-patch worms disappears after a couple of hours.

At T_0 , $i_b(T_0)$ hosts have succumbed to the original worm and there are $s(T_0)$ remaining susceptibles. How many spreading-patch worms must be launched to protect a given fraction fraction p of those remaining susceptibles? If we consider the fraction of infection growth due to the spreading-patch worm

$$\frac{di_g(t)/dt}{di_g(t)/dt + di_b(t)/dt} = \frac{i_g(t)}{i_g(t) + i_b(t)}$$

we see that since the propagation rates are the same, the proportions of the susceptible population consumed by each worm from T_0 onwards simply correspond to their proportion of the population at T_0 . Thus, ultimately the fraction of hosts which were susceptible at T_0 , but eventually are patched is

$$p = \frac{I_0}{I_0 + i_b(T_0)}.$$

Solving for I_0 we get

$$I_0 = \left(\frac{p}{1-p} \right) \cdot i_b(T_0) \quad (1)$$

Thus, the fraction of all susceptibles $s(0)$ that will be protected is

$$\tilde{p} = \frac{p \cdot s(T_0)}{s(0)} = \frac{p[s(0) - i_b(T_0)]}{s(0)} = p \left(1 - \frac{i_b(T_0)}{s(0)} \right)$$

If the infection is caught early on, then $i_b(T_0) \ll s(0)$, and the protected fraction $\tilde{p} \approx p$. Thus, equation (1) can be used as a guideline for selecting I_0 given only an estimate of how many hosts have been infected at the time of response ($i_b(T_0)$), assuming that the response occurs early. Such an

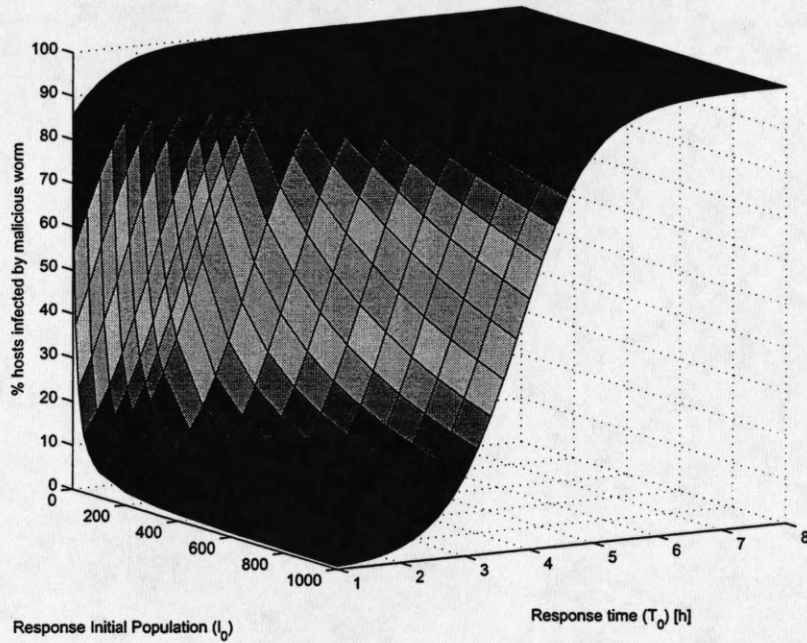


Figure 1: Effectiveness of spreading-patch worm as a function of response time and initial counter-worm population.

estimate can reasonably be obtained by analysis of observed scanning behavior.

The spreading-patch worm model considered here assumes only that it scans at the same rate as the original worm. It does not assume any information about the malicious worm and its behavior. As worms to date have exploited vulnerabilities that were previously known, it is not unreasonable to suppose that a patching worm might be developed when the vulnerability is identified (but before it is announced), against the possibility of needing to use it. Such a worm would not be launched before needed, because it could be captured and analyzed for the means to exploit the vulnerability. However, the fact that the spreading-patch worm has higher impact on the network (Theorem 3) than no defense at all encourages us to explore counter-worms that have stronger capabilities in worm identification and suppression, with smaller impact on the network.

4.2 Nullifying Defense

Next we develop a continuous model of the nullifying defense. Using notation similar to that for the spreading patch defense, we develop state equations

$$\begin{aligned}\frac{ds(t)}{dt} &= -\beta s(t)(i_b(t) + i_g(t)) \\ \frac{di_b(t)}{dt} &= \beta s(t)i_b(t) - \beta i_b(t)i_g(t) \\ \frac{di_g(t)}{dt} &= \beta s(t)i_g(t)\end{aligned}$$

Here we see a new component to $(di_b(t)/dt)$, the subtraction of hosts due to being scanned by the counter-worm.

Under our assumptions, in the limit of increasing time t , the aggregate scan rate under the spreading patch defense

is proportional to the number of "outside" spreading-patch hosts I_0 plus the initial susceptible population size $s(0)$ —eventually every susceptible host is running either the worm, or the counter-worm. However, in the case of nullifying worms, the aggregate peak scan rate may be smaller than the aggregate peak scan rate of the unfettered worm.

THEOREM 4. *Suppose that I_0 initial nullifying worms are released at time T_0 . If $I_0 \leq i_b(T_0)$, then the aggregate peak scan rate using the nullifying worm is less than the peak scan rate of the unfettered worm.*

PROOF. Let $i_n(t)$ be the aggregate number of infected hosts that a nullifying defense has identified and contained by time t , and let $e(t)$ be the number of formerly susceptible hosts that have been "enlisted" to run the nullifying worm. At any time t the aggregate scan rate of a defense is proportional to $i_b(t) + i_g(t) = i_b(t) + I_0 + e(t)$. From the invariant $s(0) = s(t) + i_b(t) + i_n(t) + e(t)$ we replace $e(t)$ in the scan rate expression to see that the scan rate at t is proportional to $I_0 + s(0) - s(t) - i_n(t)$. The maximum value of this term will always be less than $s(0)$ if $I_0 < s(t) + i_n(t)$ for all t . Examination of derivatives shows that $s(t) + i_n(t)$ is monotone decreasing, hence its lowest value is the asymptotic value of $i_n(t)$, say, $\mathcal{N} = \lim_{t \rightarrow \infty} i_n(t)$. By assumption $I_0 \leq i_b(T_0)$, and clearly $i_b(T_0) < \mathcal{N}$. The conclusion follows immediately. \square

It is interesting to compare this result—which says if one limits the initial infection of the counter-worm you can bound the peak scan rate from above, with the spreading-patch defense results which turn these inequalities around. With the spreading-patch defense a minimum size of the release needs to be $I_0 > i_b(T_0)$ to give it enough mass to overtake the original worm. But because the nullifying worm fights by

decreasing the number of scanning worms, it gets by with a smaller initial counter-worm population.

Another capability a nullifying defense could have is that it stop all defensive scanning, upon centralized command. This would help mitigate against overwhelming the network with scans from the defenses (a characteristic reported of the counter-worms seen in the wild). Denote the defensive worm stopping time by t_s . The modified state equations after time t_s are

$$\frac{ds(t)}{dt} = -\beta s(t)i_b(t) \quad (2)$$

$$\frac{di_b(t)}{dt} = \beta s(t)i_b(t) \quad (3)$$

$$\frac{di_g(t)}{dt} = 0 \quad (4)$$

Figure 2 illustrates the evolution of system state where the nullifying defense is propagating without stopping. Also shown, is the resulting peak total population (directly related to peak bandwidth in our model) as a function of stopping time t_s . Taking the time at which the defensive worms are stopped as a control parameter, we see that the minimized peak scan rate obtained by optimally selecting the stopping time is no larger than the peak scan rate if the defenses are never turned off. This capability can only improve the peak scan rate over that of the earlier nullifying defense we considered.

For $t < t_s$ the scan rate is proportional to $i_b(t) + i_g(t)$; the peak scan rate achieved after t_s is proportional to $i_b(t_s) + s(t_s)$, for the original worm will eventually infect all hosts left unprotected once we stop the defensive scans. Examination of derivatives shows that

$$\frac{d(i_b(t) + i_g(t))}{dt} = \beta(i_b(t)(s(t) - i_g(t)) + s(t)i_g(t))$$

which we observe is positive at least as long as $s(t) \geq i_g(t)$. Likewise, derivatives show that $i_b(t) + s(t)$ is a decreasing function:

$$\frac{d(i_b(t) + s(t))}{dt} = -\beta i_g(t)(i_b(t) + s(t)).$$

If the nullifying defense scans are stopped at t_s with $s(t_s) \geq i_g(t_s)$ we are assured that the peak scanning rate of the system is

$$\max\{i_b(t_s) + i_g(t_s), i_b(t_s) + s(t_s)\}.$$

So long as the first argument is increasing and the second argument is decreasing, the stopping time that minimizes the maximum occurs when the arguments are equal, e.g., when $i_g(t) = s(t)$; since $i_b(t) + i_g(t)$ is still monotone at this point, t_s minimizing the peak aggregate scanning rate satisfies $i_g(t_s) = s(t_s)$.

We are in a position now to quantify the performance of a defensive worm. We can show that the minimal peak number of hosts scanning is at least $(1/3)(s(0) + I_0)$, provided that $I_0 \geq i_b(T_0)$, a result which we state formally.

THEOREM 5. Consider a nullifying defense that is launched at time T_0 with $I_0 \geq i_b(T_0)$ initial instances, and whose scans can be stopped on command. The stopping time t_s which minimizes peak scanning is the unique solution to $i_g(t_s) = s(t_s)$. A lower bound on the peak number of hosts scanning is $(1/3)(s(0) + I_0)$.

Proof: We first note that under the assumption $I_0 = i_g(T_0) > i_b(T_0)$, that $i_g(t) \geq i_b(t)$ for all $t \geq T_0$. This is a result of both the worm and the counter-worm competing for exactly the same pool of susceptible hosts—at the same rate (per host)—with the counter-worm starting with at least as many hosts as are in the infection at the time the counter-worm is released. A consequence is that the time t_s when $s(t_s) = i_g(t_s)$ occurs before the time t_b that $s(t_b) = i_b(t_b)$. This fact turns out to be important as we ask for conditions under which $i_g(t) \geq i_n(t)$, where $i_n(t)$ is the number of infected hosts that have been nullified. We know that $i_g(T_0) > i_n(T_0)$; analysis of the derivative of $i_g(t) - i_n(t)$ shows that this difference grows so long as $s(t) \geq i_b(t)$ —a condition which can only occur after the stopping time t_s . Finally, we note the invariant

$$i_b(t) + i_g(t) + i_n(t) + s(t) = s(0) + I_0.$$

At the stopping time, $s(t_s) = i_g(t_s)$, and $i_g(t_s) > i_n(t_s)$, whence

$$i_b(t_s) + 3i_g(t_s) > s(0) + I_0.$$

It follows that $i_b(t_s) + i_g(t_s) > (1/3)(s(0) + I_0)$. \square

We see that the capabilities nullifying defenses have over spreading-patch defenses (suppress an infected host's scans, stop the "good worm" scanning) serve to give it greater power, but the peak number of hosts scanning (both worm and counter-worm) is still at least one third of the initial susceptible population. We push on looking for ways of countering worms with increasing power, while reducing the impact on the network.

4.3 Sniper Worm

We can increase the power of defense if we can use traffic analysis to identify the source of infection scans, what we have called "snipers" earlier in the paper. A sniper would be a highly sophisticated worm that could nullify on contact (by the counter-worm scanning) detect incoming worm scans, and consequently nullify the originating source. In this case any interaction between the bad and the good worms lead to bad worm reduction, so our **Sniper Worm Model** becomes:

$$\frac{ds(t)}{dt} = -\beta s(t)(i_b(t) + i_g(t))$$

$$\frac{di_b(t)}{dt} = \beta i_b(t)[s(t) - 2i_g(t)]$$

$$\frac{di_g(t)}{dt} = \beta i_g(t)s(t)$$

Coefficient '2' in the equations above reflect that a worm becomes nullified when either it scans a counter-worm, or vice-versa.

Like the simpler nullifying defense models, we may switch off the counter-worm scanning, say at time t_s . Under these assumptions, for points in time after the counter-worm stops scanning, the sniper worm equations become

$$\frac{ds(t)}{dt} = -\beta s(t)i_b(t)$$

$$\frac{di_b(t)}{dt} = \beta i_b(t)[s(t) - i_g(t_s)]$$

$$\frac{di_g(t)}{dt} = \beta i_g(t)i_b(t)$$

The optimal switch-off point for a sniper occurs typically occurs earlier than for the nullifying worm.

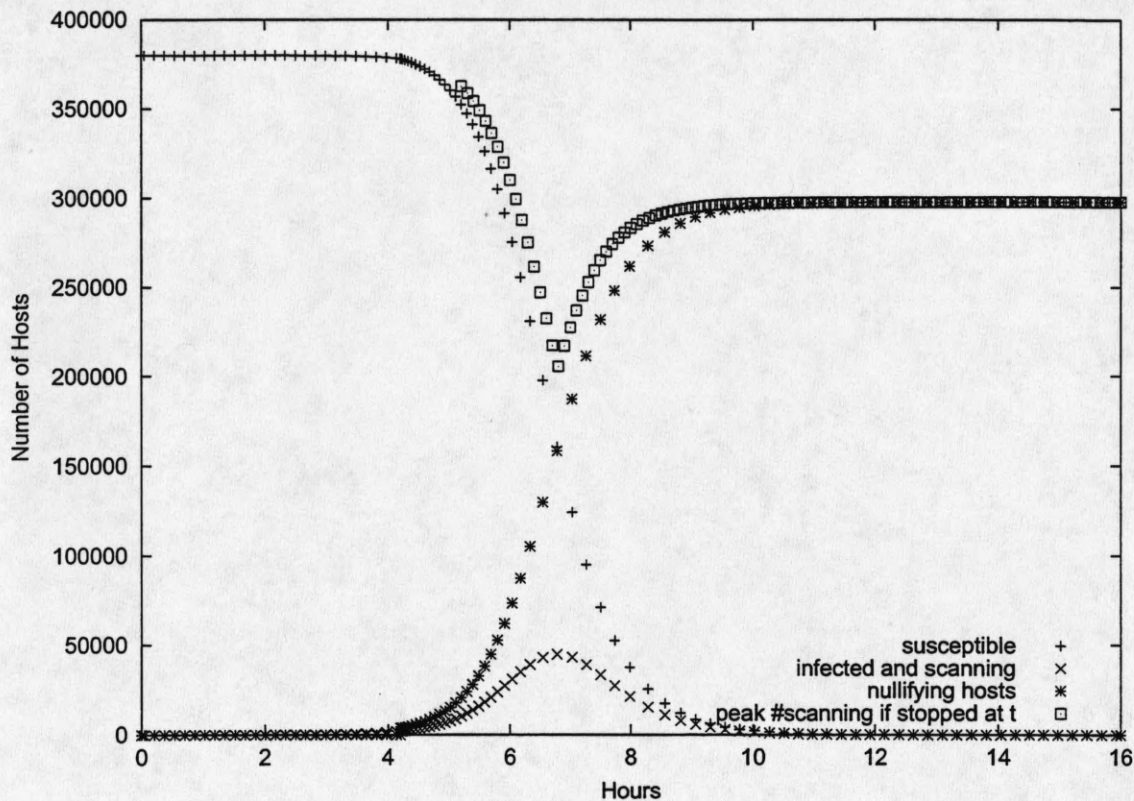


Figure 2: Peak bandwidth used by the nullifying defense (and original worm) as a function of when it is switched off.

4.4 Comparison

We showed with our discrete stochastic model that accumulated infection counts decrease as the power of defensive measures increase, but did not quantify those differences. Our continuous model supports this quantification, through numerical solution of the system equations. We now examine a set of examples based on the continuous model. The worm characteristics ($N = 380,000$, β) are based on the Code Red v2 worm. One half of one percent of the susceptible hosts (1,888) are infected 4.2 hours into the simulation; we assume that 3,800 hosts start countering scans at this instant, with the same scanning distribution and rate as the worm itself. Figure 3 plots the aggregate number of hosts infected by time t , as a function of t , for the difference defensive measures. We see that even though the simple patch measure starts off with almost twice as many hosts as are infected, the fact that that pool does not grow while the infected set does means that the patching pool rescues relatively few susceptible hosts. However, when the patching pool can grow and when it starts with a pool size nearly twice that of the infected set, we expect that approximately 2/3 of the hosts susceptible when the defenses start will be saved from the worm (recall §4.1), and Figure 3 bears that out. Of the hosts infected under the spreading patch defense, about a third can be rescued when infection scanning can be nullified, and roughly a third of the hosts infected under a nullifying defense can be rescued when snipers are

used. There is almost a factor of 8 difference in the total number of hosts infected by the worm between using no defense at all, and using the most aggressive counter-worm we've considered.

However, the total number of hosts infected is not the only metric, and in some cases may not be the best metric. In Figure 4 we plot the instantaneous total number of hosts running either a worm, or a counter-worm; we assume that the nullifying defense stops its counter scans nearly optimally, and also show the effect of using that stopping time for the sniper (which is optimally stopped earlier). The spreading patch defense dominates the scan count, even the empty defense—not only will every host eventually be running scans, there are an extra 3,800 hosts running counter scans as well! The effect of stopping the counter-scans are evident. Before the stopping time the nullifying defense's aggregate number of scanning hosts grows exponentially as both the worm and counter-worm spread into susceptible hosts. At the stopping time the number of scanning hosts drops sharply, to reflect only the infected hosts. After the stopping time this set is left unchecked by counter-scans, and grows to reclaim all of the remaining susceptibles. From the point of view of maximum number of hosts scanning, the optimal stopping time occurs when the peak of the scans just at the stopping point is the same as the peak of the scans after the stopping point. The sniper defense shows a similar drop, but there are different post-stopping time dynamics—because the pool of infected hosts is smaller than the pool

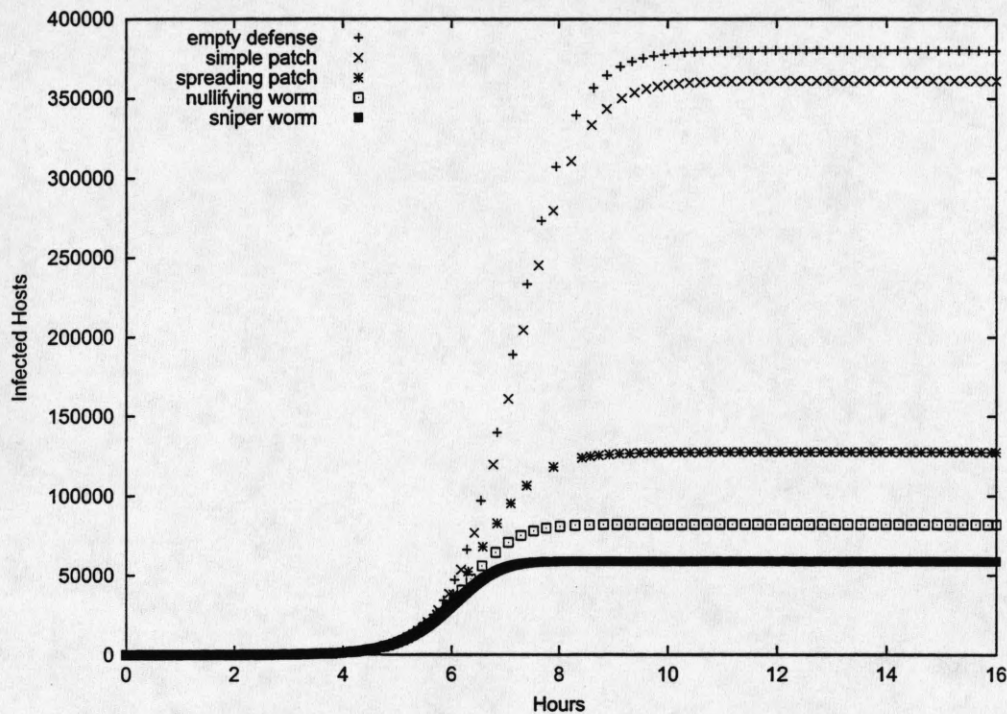


Figure 3: Aggregate number of hosts ever infected

of counter-worm hosts, the infected pool will diminish with time, because random scans from that pool are more likely to encounter hosts with counter-worms than susceptible hosts.

A defense that seeks to minimize the peak number of hosts scanning instantaneously (e.g., using a counter-scan stopping time) may not minimize the number aggregate number of hosts that become infected (e.g., without a stopping time), and vice-versa. We illustrate this point with Figure 5 where we plot the cumulative number of infected hosts, and the instantaneous number of scanning hosts (including counter-scans) under the nullifying defense, with and without stopping. The tradeoff between scanning intensity and number of hosts ultimately infected is quite pronounced. The non-stopping version continues scanning in order to drive the infection count down. It is successful at keeping the number of infected hosts down to about 1/4 of the susceptible population, but at the cost of an extremely high scanning intensity. The stopping version minimizes the scanning intensity, but the price paid for that minimization is a total infection count that is over twice as large as the non-stopping version.

The ability to generate models of active defense behavior is an invaluable way to understand what the costs and benefits of active defenses are.

5. CONCLUSIONS

This paper studies active defenses against Internet worms. We use discrete and continuous mathematical models to study a hierarchy of worm fighting capabilities. We are able to prove a number of results about these models, including

- strong stochastic ordering of infection counts in a hi-

erarchy of five defense types;

- that a simple counter-worm defense has a stochastically larger aggregate scanning intensity than does the unfettered worm;
- that by starting a defense with enough outside hosts scanning to implant counter-worms, any desired fraction of the remaining susceptible hosts can be protected from a worm;
- that by starting a nullifying defense with few enough outside hosts, the peak scanning intensity is less than the unfettered worm;
- even when peak scanning time is minimized under the nullifying defense, it is still the case that the peak number of hosts scanning is at least 1/3 of the total number of susceptibles;

In addition, we show by example how numerical solution of the continuous models quantifies the power of various active defenses (in terms of hosts infected) and the cost (in terms of scanning intensities). Ability to study worm behavior this way leads to better understanding of some of the tradeoffs involved.

There is much work yet to be done. This paper does not address the very significant problem of quickly and automatically detecting when a worm attack has been launched—we have looked only at the relative effectiveness of measures put into place after the detection. Our experiments of effectiveness of defense as a function of response time (Figure 1) show that rapid detection is absolutely critical. The work

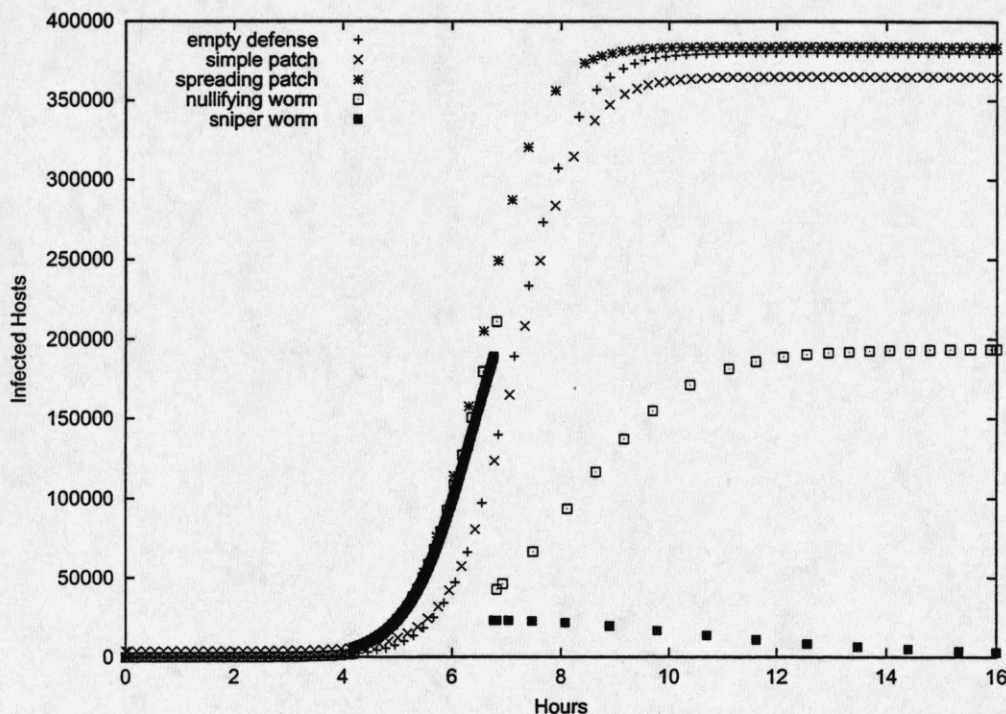


Figure 4: Instantaneous number of hosts scanning, either worm or counter-worm

in this paper does not take network topology into consideration. This latter issue must be addressed to adequately model very fast worms, which experience has shown affect the networking infrastructure, and which one may expect are in turn affected by the changes wrought on the infrastructure.

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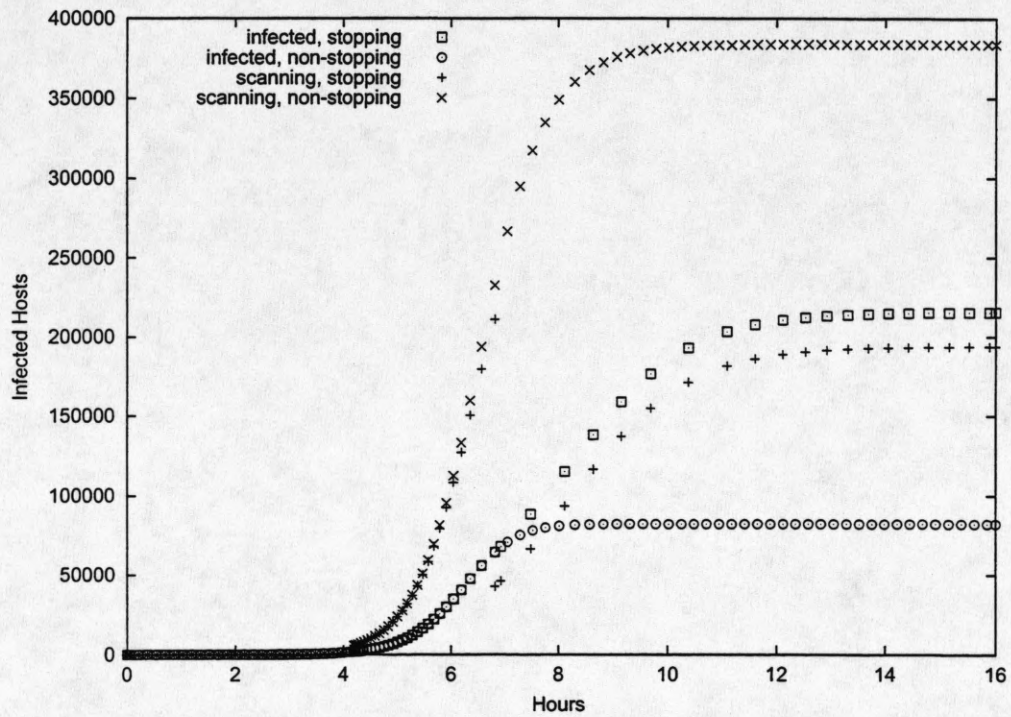


Figure 5: Total number of hosts infected, and instantaneous number of hosts scanning, as a function of time, for the nullifying defense, with and without stopping counter scans.